NUON — DVD Interactive

TEMPEST
3000

ATARI

HASBRO
Interactive

EVERYONE
E
CONTENT RATED BY
ESRB

DVD

Easy to Learn. Difficult to Master.

HEALTH WARNING:

A small number of people may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to television images or video games may provoke a seizure even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using your NUON-enhanced DVD player.

PROJECTION TELEVISION WARNING:

Still images and pictures may possibly cause permanent picture tube damage or mark the phosphor of the CRT. Please avoid extended and repeated use of video games on large screen projection televisions if there are any concerns.

TEMPEST 3000™

In 1981 Dave Theurer created one of the most popular video arcade games of all time. Now it's back and boy have times changed! Long gone are the simple graphics and basic sound effects. TEMPEST 3000 is a treat for the eyes and ears with updated psychedelic plasma graphics that will leave you slack jawed, along with a raging techno soundtrack that will have you dancing in your living room! So take the phone off the hook, put the cat out, and turn out the lights, because you are not going to want any distractions once you start playing the all new TEMPEST 3000.

1. Press the power button on your NUON enabled DVD player.
2. Open the DVD drawer and place the TEMPEST 3000 DVD into the player. Now close the drawer and the game will load automatically.

From the title screen you can do two things:
1. You can start the game from the title screen by highlighting the phrase, "Have a go at TEMPEST 3000" and pressing the "A" button.
2. You can change settings by highlighting the phrase, "Options and Goodies" and pressing the "A" button.

Let's start playing the game. Once you have chosen to begin a game you will be taken to another screen where you can choose to "Begin a one-player game", "Begin a two-player game" or "Enter a level password".

Choosing to begin a one-player game will do just that, start a game for only one person. Once this has been done, you can choose at which level you would like to start the game. You do this by pressing Up on the Analog Stick/D-Pad, which will advance you one level up from the first level all the way up to level 15, or the last level you made it to in your previous game (assuming it is higher than level 15). Pressing down will have the opposite effect.

Choosing a higher starting level has two benefits.
1. You get a score bonus if you manage to complete the higher level.
2. You can bypass the earlier levels completely once you have mastered them.

If you want to play a two-player game, choose the option, "Begin a two player game". Once you have done this, you will choose a starting level just as in a single player game. Player one then goes first and continues to play until he loses a life. When this happens, it is player two's turn to have a go at TEMPEST 3000. Again, player two will play until he loses a life.

In a two-player game, both players can share one controller and simply take turns by handing the controller back and forth between them. However, if two controllers are plugged into your NUON enhanced DVD player, TEMPEST 3000 will detect this and each player will use their own controller. If there are no controllers hooked up to the NUON enhanced DVD player, you can still play by using the DVD player's infrared remote control.

Choosing the option to "Enter a Level Password", works like this. Since the game allows you to start at level 15, passwords do not become necessary until after you get past this level. If you do manage to make it past level 15 and continue on, you will receive a new password every time you complete an odd numbered web. For example, if you reach and complete level 16, but are killed on level 17, the next time you begin the game, the highest level you will be able to start from is level 15 (an odd numbered level). However, if you do complete level 17 and continue to level 18 but do not progress any further than that, you may start your next game at level 17. And you will also be provided with a password to get back there should you decide you want to shut the game down and return later.

Entering a password is easy; simply choose the "Enter Level Password" option from the, "Have a go at TEMPEST 3000" menu, and enter the password given to you during a previous game.

Choosing the "Options and Goodies" phrase will take you to another menu. Here you can change game settings such as music and sound effect volumes, toggle background graphics on and off (useful for first time players who may be overwhelmed by the amount of on-screen objects), change the level names, view high scores, or view the game credits.

To change a setting, highlight it and press the "A" button. This will either toggle the setting (such as Backgrounds and Level Names) or take you to yet another sub-menu where you may receive more detailed instructions (e.g. Audio FX and Music Test) or view text (e.g. View Credits and View Hi-Scores).

NOTE: If you choose to change the setting under the "Level Names" option in the "Options and Goodies" menu, you will activate the Nomen-clo-matic™. This feature simply chooses random phrases for use as level names and can often be quite fun and silly. Go ahead and try it some time!

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D-Pad/Joystick Up/Down: Moves highlight up/down

D-Pad/Joystick Left/Right: Select item

A Button: Executes highlighted option

B Button: Return to previous menu

D-Pad/Joystick: Moves the Claw left and right on the web.

Start Button: Pauses the game and brings up a menu.

A Button: Fires the default weapon and fires the Homing Missile (once the powerup has been collected).

B Button: Superzapper (Smart bomb – it destroys all the enemies on the web).

Right Shoulder Button: Hover above the web (once a power up is collected – more fuel is added as each powerup is collected to allow for longer hovering times).

NOTE: If you do not have a wired NUON gamepad to use, you may also use the Infrared controller. The Infrared controller is not recommended for use as a primary controller. Please see appendix A for controls.

The action takes place on a neon web floating in virtual space. You (the player) are represented by a yellow Claw, which scampers around the top edge of the web (the rim).

The web is divided into sections called lanes. Your shots travel down the lanes and various enemies and enemy shots travel up the lanes toward the rim. Webs come in two flavors - connected webs, where all the lanes are joined in a closed loop, which the player can spin around at will; and disconnected webs, where the lanes are not joined in a loop, and the Claw's motion is therefore more constrained.

In some webs there are green Spikes in the lanes. These Spikes can be shot using normal shots (Homing Missiles do not damage Spikes). Some enemies create new Spikes, or extend existing ones upwards toward the rim.

The enemies are distantly visible as a swarm of dots at the bottom of the web. Dots that detach from this swarm and approach the bottom edge of the web are called Embryos. It is important to look out for the Embryos, because then you can see which lane the enemy is going to land in, and maybe send a few shots down there to greet him as he lands! The color of the Embryos will also give you a clue as to which "type" of enemy is going to land there - which can be very important to know when dealing with the likes of Pulsars and Frank Zappers.

A Level ends when all the enemies have been destroyed or have reached the rim, and there are no more Embryos left. At the level's end, the Claw accelerates down the web before zooming through space and eventually landing on the next web. The player should take care though because it is possible to be killed while transitioning off the web if you run into a Spike. Therefore it is safest when leaving a web to remain in your lane and keep firing normal shots as you zoom down the web's surface.

Current Score

Bonus Multiplier

Remaining Claws

Current Level Number

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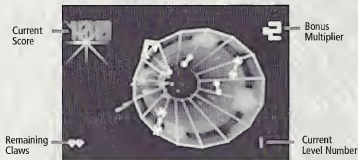
Every so often, a destroyed enemy will produce a powerup. These consist of joined rings of particles that look like a cylinder in shape. Powerups float up the web toward the rim. The Claw can collect a powerup either by waiting in the powerup's lane until the powerup hits the Claw, or by crossing over the lane containing a powerup as it emerges over the rim. If the Claw passes through the cylindrical space of the powerup's body as it passes over the rim, then the powerup will be collected.

Each powerup increases the power of the weaponry of the Claw, as it adds one extra shot to the total number the player can fire simultaneously, increases the Bonus Multiplier, and also provides extra fuel capacity for Hover Mode. The sequence of the powerups is such:

1. **Enable Auto Shooting**: The Claw fires continuously without the player having to hold down the Fire button.

2. **Enable Homing Missiles**: If the player holds down the fire button, Homing Missiles are fired. These Missiles can cross over into nearby lanes, and tend to seek out enemies. They are useful for nailing dangerous enemies such as Pulsars and Frank Zappers without having to be in the same lane as them, and also for shooting enemies that would be obscured by Spikes. Homing Missiles are unaffected by Spikes and pass right through them. This is handy, but it means that Homing Missiles don't nail down Spikes. Since Auto Shooting is already enabled, letting go of the fire button switches back to normal shots. This is useful for nailing down Spikes, or for when you want your firepower concentrated only into the lane in which you are firing.

3. **Enable Remote Destroyer**: This activates the Claw's best friend, a glowing, particulate entity that helps with the job of killing the enemies. The Remote Destroyer alternates between two modes of behavior. It floats above the rim, looking for enemies and raining normal shots down upon them. Periodically it will zoom down into the web, chasing enemies, and killing them upon contact. The Remote Destroyer is "your particulate pal who's fun to be with."

4. **Warp Up/Warp Enable**: This powerup enables the player to gain access to the Bonus Round, a special stage in which the player has the opportunity to collect extra points at no risk to themselves. To enable the Bonus Round access, players must collect three Warp Up/Warp Enable powerups. When the third one is collected, the Bonus Round is enabled, and will occur when the player travels in "space" between the current web and the next one.

5. **Bonus**. This powerup must be collected to increment the Extra Bonus that players get at the end of a Level.

Hover Mode

Hover Mode is available to the Claw after the first powerup has been collected. If there is fuel available, pressing and holding down the Right Shoulder Button will cause the Claw to jump away from the rim. If there is sufficient fuel, the player can effectively hover and maneuver above the rim, enabling him to evade electrified lanes due to Pulsars, nail down or jump over Spikes that poke out above the rim, and evade and attack any enemies that have reached the rim.

While Hover Mode is in use, fuel is used up, and when all the fuel is gone, the Claw drops back down onto the rim. (The amount of fuel available is shown by the gauge underneath the player's score in the top left of the screen.) Back on the rim, fuel regenerates, and after a short while is replenished.

Fuel For Hovering

The fuel capacity of a virgin Claw is zero, which is why Hover Mode is unavailable until the first powerup has been collected. Each additional powerup collected, increases the fuel capacity. After one powerup, the Claw only has enough fuel to perform very brief "hops" from the rim. After five powerups, there is sufficient fuel capacity for sustained hovering flight over the rim.

NOTE: Some enemies can shoot shots that travel beyond the rim, or can move beyond the rim themselves. These enemies can kill the player even while in Hover Mode.

Bonus Round:

If the player successfully enables the Bonus Round by collecting three Warp Up powerups, they will begin the Bonus Round at the end of the level on which he collected the third powerup. During the Bonus Round, the player cannot actually lose a life. The Bonus Round challenges the player with a series of dexterity tests - the player must steer down an abstract "course" without failing. Should they complete the course flawlessly, a large bonus is awarded. Failure terminates the Bonus Round early, and the player gets lower reward, but this does not cost the player a life in the main TEMPEST 3000 game.

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The following is a list of the enemies in T3K, along with a brief description of their behavior:

Flipper:

Flippers are the basic TEMPEST 3000 enemy. Flippers are quite dumb, but can be a nuisance if they are overlooked while fighting other enemies as they sneak up to the rim. Flippers start up by riding up the lanes, and then they start to "walk" around the web with the characteristic flipping action that gives them their name. They threaten the player in two ways - they fire shots, which can kill the player, and if they catch the player once they get to the rim, they drag them down into the center of the web to an unknown fate (which we can only assume is worse than death).

Sussed Flipper:

A little smarter than their stupid cousins, Sussed Flippers know enough to aim the direction of their motion across the web deliberately towards the player.

Stealth Flipper:

These little monsters aren't any more hostile than your average Flipper, but they fade in and out of visibility. When they are moving fast, and you are battling other threats on a busy web, this behavior can be unsettling, because one tends to lose track of them, and next time you notice them they're at the rim. Keep an eye on the little guys, and nail them early for some peace of mind.

Fuseball:

Fuseballs are at first glance quite unthreatening. They don't fire at the player at all, and spend most of their time lurking somewhere down the web, where they can't even kill him by contact. However, Fuseballs hang out on the strands of the web that define the edges of the lanes, and while they are there they can't be shot (except with Homing Missiles). If they are not promptly dealt with, then eventually they will land on the rim, where they do present a threat to the player, since they restrict his movement upon the rim, and can only be killed by using a Superzapper, using the Hover powerup, or through the tender ministrations of the Remote Destroyer.

Flipper Tanker:

Flipper Tankers are not in themselves aggressive; they can't kill the player except by contact, they don't move evasively, and they don't fire shots. Flipper Tankers are the troop transports of the Tempest world. When shot, or when they reach the rim, they release a cargo of two or more Flippers into the adjacent lanes. Be aware when you shoot one, and be ready to mop up the Flippers that materialize when the Tanker is opened.

Fuseball Tanker:

Similar in shape and behavior to a Flipper Tanker, except that they release Fuseballs upon being opened.

Rotor:

Rotors are actually quite harmless. They simply oscillate up and down the web, moving slowly across the lanes. And yet they are enemies, which can make life very difficult for the player. This is because if a Rotor is on the web, it will cause the entire web, and everything on it, to begin rotating in space. This can be very disorienting to the player, especially if you are trying to pussyfoot your way through a herd of Pulsars at the time! Each Rotor adds its own component of "spin" to the web; when multiple Rotors are on the web at the same time, the "spin factors" add up! Nail them to restore the web to a sane equilibrium!

Spiker:

Your basic Spiker builds Spikes up from the bottom of the lanes towards the rim. Spikes can be dangerous, because if you hit one while transitioning off the web, you'll be impaled and have to start the web over! Shoot Spikers early, and nail down the Spikes with normal shots (Homing Missiles won't destroy Spikes). Keep firing normal shots as you transition off the web, stay in your lane, and you should be safe from Spikes. Spikers also fire shots at the player.

Super Spiker:

These behave as normal Spikers, with the important exception that they can extend the Spikes "above" the level of the rim, presenting big problems for the player's mobility. Shoot them before they reach the rim! If the worst happens, and a Spike pokes up above the rim, use the Hover powerup to fly over the Spike and nail it down using Normal shots.

Hardened Spiker:

These behave the same as Super Spikers, except that they build special Hardened Spikes, which require much more than the usual amount of normal shots to nail them down. Don't let the Hardened Spikers make Spikes that are too long!

Multi-Spiker:

Possibly the scariest of the Spiker clan! These Spikers are capable of building Spikes in "every single lane on the web" — simultaneously. You "must" shoot them before they reach the rim, or no matter where you are, you will be impaled!

Pulsar:

Nobody likes a Pulsar. Their behavior is extremely uncouth, rude and dangerous! Pulsars expand and contract in a particular rhythm, and when fully expanded, they electrify the lane that they are in on the web. If you happen to be at the top of that lane, or passing by it, then you will be zapped by a lightning blast (like a golfer in a thunderstorm!) A herd of Pulsars on the web is a scary thing, as their attacks are all synchronized. So be aware of the locations of Pulsars on the web, listen out for their rhythm, and time your attacks accordingly. And "never" be around when a Pulsar lands on the web - it may land in the active phase, and fry you instantly! Listen for the warning "Pulsar Landing" and watch the Embryos to see where the Pulsar is going to land (Pulsar Embryos are bright and flashing, and therefore easy to see). Make sure you are elsewhere when the Pulsar lands on the bottom edge of the web. Homing Missiles are a great balm to the anxious player when Pulsars are around, because they can kill the little troublemakers without you having to go into the same lane as the Pulsar.

Apart from their antisocial electrical behavior, Pulsars behave a lot like Flippers, marching around the web with an air of ill intent. As they say, "the only good Pulsar is a dead Pulsar", so fire away, or fry them with a nice meaty Superzapper, or cackle madly as your Remote Destroyer swoops down the web to spoil their day! You can fly over an electrified lane if you have the Hover powerup, so use your extra mobility to rain evil death on them from above!

Rimstalker:

These small, shy, semi-translucent enemies exhibit a sly and beastly behavior. They attempt to scuttle away from the player, and then, when they are preoccupied elsewhere, Rimstalkers move up towards the rim. They can destroy the player by contact, or by firing a type of Shot that doesn't end at the rim, like normal enemy shots do. Rimstalker shots fly up off the edge of the rim a ways, and so they can actually catch an unlucky player, even in Hover mode.

Rimstalker-Bomber:

The Rimstalker's psychotic brother, the Rimstalker-Bomber, exhibits the same devious lurking behavior, except with one important and deadly difference. When the Rimstalker-Bomber reaches the rim, it releases a pair of Fireballs, which begin to oscillate along the rim. They can destroy the player by contact, or by firing a type of Shot, and players and you have no Superzapper or Hover powerup, then you are grilled bread. Since Rimmys are shy and like to lurk away from where the player's attention is focused, it is possible for this terrible event to happen just when you least expect it. When the Fireballs are released, you will hear the audio warning: "Warning! Extreme danger." If you hear this, immediately use your Superzapper, get ready to Hover immediately or you will be exploding yellow vectors!

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Unmaker-Spider:
Unlike nice Earthly spiders, Unmaker-Spiders don't build Webs; they mess them up. These enemies disrupt the player's life by meddling with the very structure of the web itself. They disconnect webs that are connected, and fold up the lanes of the web, making it hard for the player to see where they are going. Shoot the Spider, and the injured web will swiftly heal itself. These Spiders also fire shots. Shoot them quickly and keep the web in decent shape.

Space Ox:
These Oxen are big and ugly, but if tackled correctly, they aren't too much of a threat. They lumber around across the web, getting in the way and obscuring the player's vision. They are mostly harmless, provided you shoot them in the correct way. Try not to shoot them "in passing" - position yourself squarely in the Ox's lane and blast him with a solid stream of bullets. When shot, the Ox will first fire both his horns at you before he expires. The horns themselves can be shot - so to remove an entire Ox it takes "five shots" - one shot to remove each horn, one shot to finish off the Ox, and one shot each to shoot the horns. The danger of Oxen lies in not finishing them off in one go. If you shoot a couple of shots at an Ox and move away, then the horns will be flying up the lane, where you might accidentally bump into them shortly afterwards. The horns fly up off the edge of the rim, too, so they can even catch you while you are hovering. It is also dangerous to shoot Oxen using the Superzapper. While the Superzapper will destroy the Ox itself, the horns are invisible to it, and can only be destroyed by player shots. If you Superzap a web containing a lot of Space Oxen, there will be ox-horns flying everywhere, which could get dangerous.

Frank Zapper:
This new style of deadly enemy was born when a stinking Pulsar was crossed with a genetically-modified Flipper. They look innocuous enough, moving much like Flippers do, and at first sight they don't seem to have inherited the nasty electrical behavior of the Pulsar. However, they are extremely lethal enemies. They take several shots to kill, and with each shot that hits them, they emit a massive lightning bolt up the lane they are in. So if you try and shoot this bad guy face-to-face, you will die, instantly. Kill them by swinging by and lobbing down a shot or two, making sure you've moved off the lane before those shots hit Frank. Rinse and repeat until he is dead!

Take care when Superzapping a web containing Frank Zappers. They emit deadly lightning as the Superzapper does its thing, so make sure you don't move into their path.

Thrombosis:
Like their real-life counterparts, Thromboses cause trouble by causing a blockage...not to the aorta, but to the lanes of the web. Left alone Thromboses are completely harmless to the player, except by contact; they just drift slowly up their lane, pass up off the rim, and dissipate in the space above the rim. They can be destroyed with six shots. But..."each shot that hits them doubles their speed up the web." So if you face them out, make sure you do it before they get too close, or they will literally fly in your face and kill you!

Coronary Thrombosis:
This is a Thrombosis with serious life-threatening complications. They behave as an ordinary Thrombosis, doubling their speed each time they are shot at; but they also release indestructible Platelets, which fly up the lane towards you! They also confuse the heck out of your Superzapper, which will quite likely lock on to a Platelet, which can't be destroyed – wasting precious Superzap time. Best simply avoided, if possible, until they expire safely above the rim.

PASSWORDS

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CREDITS

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Samsung Controls:

During Gameplay
- Joystick = D-pad: Move claw left/right
- Enter = A button: Fire shots
- Return or #1 = B button: Fire superzapper
- #4 = Right Shoulder button: Hover over web
- Play/Pause = Start button: Pauses and un-pauses the game

Navigation Through Menus
- Joystick = D-pad: Moves highlight up and down
- Enter = A button: Executes selected option/command
- Return = B button: Backs up to previous menu

Toshiba Controls

During Gameplay
- Joystick = D-pad: Move claw left/right
- Enter = A button: Fire shots
- Return or #1 = B button: Fire superzapper
- #4 = Right Shoulder button: Hover over web
- Play/Pause = Start button: Pauses and un-pauses the game

Navigation Through Menus
- Joystick = D-pad: Moves highlight up and down
- Enter = A button: Executes selected option/command
- Return = B button: Backs up to previous menu